

WHAT IS CLAIMED IS:

1           1.       A system for providing video game specification data, comprising:  
2           a display;  
3           a control circuit for causing said display to display an interactive form containing  
4           data entry fields for inputting game specification data that specifies characteristics of a  
5           video game developed for a particular game platform.

1           2.       The system according to claim 1, wherein one or more of the data entry  
2           fields have data validation rules associated therewith.

1           3.       The system according to claim 1, further comprising:  
2           a procedure that is executable to generate a CRC from a ROM image of the video  
3           game.

1           4.       The system according to claim 1, further comprising:  
2           a procedure that is executable to split a ROM image of the video game.

1           5.       The system according to claim 1, further comprising:  
2           a procedure that is executable to merge a file with a ROM image of the video  
3           game.

1           6.       The system according to claim 1, further comprising:  
2           a procedure that is executable to adjust the size of a ROM image of the video  
3           game.

1        7.     A method for providing video game specification data, comprising:  
2        displaying on a display an interactive form containing data entry fields for  
3        inputting game specification data that specifies characteristics of a video game developed  
4        for a particular game platform; and  
5        entering game specification data into the data entry fields; and  
6        validating the data entered into the data entry fields.

1        8.     The method according to claim 7, further comprising:  
2        executing in response to a user input a procedure to generate a CRC from a ROM  
3        image of the video game.

1        9.     The method according to claim 7, further comprising:  
2        executing in response to a user input a procedure to split a ROM image of the  
3        video game.

1        10.    The method according to claim 7, further comprising:  
2        executing in response to a user input a procedure to merge a file with a ROM  
3        image of the video game.

1        11.    The method according to claim 7, further comprising:  
2        executing in response to a user input a procedure to adjust the size of a ROM  
3        image of the video game.

1        12.    A game submission system, comprising:  
2        communication circuitry for receiving video games and video game specification  
3        data submitted thereto over a communications network;

4 a memory for storing routing information; and  
5 processing circuitry for routing data regarding submitted video games and video  
6 game specification data in accordance with the routing data.

1 13. The game submission system according to claim 12, wherein the  
2 communications network is the Internet.

1 14. The game submission system according to claim 12, wherein the memory  
2 further stores status data regarding the status of submitted of video games and video game  
3 specification data, the status information being accessible to remote computer terminals.

1 15. The game submission system according to claim 12, wherein the data  
2 regarding submitted video games and video game specification data comprises a  
3 notification of receipt of the submitted video game and video game specification data.

1 16. The game submission system according to claim 12, wherein the data  
2 regarding submitted video games and video game specification data comprises the  
3 submitted video games and/or the video game specification data.